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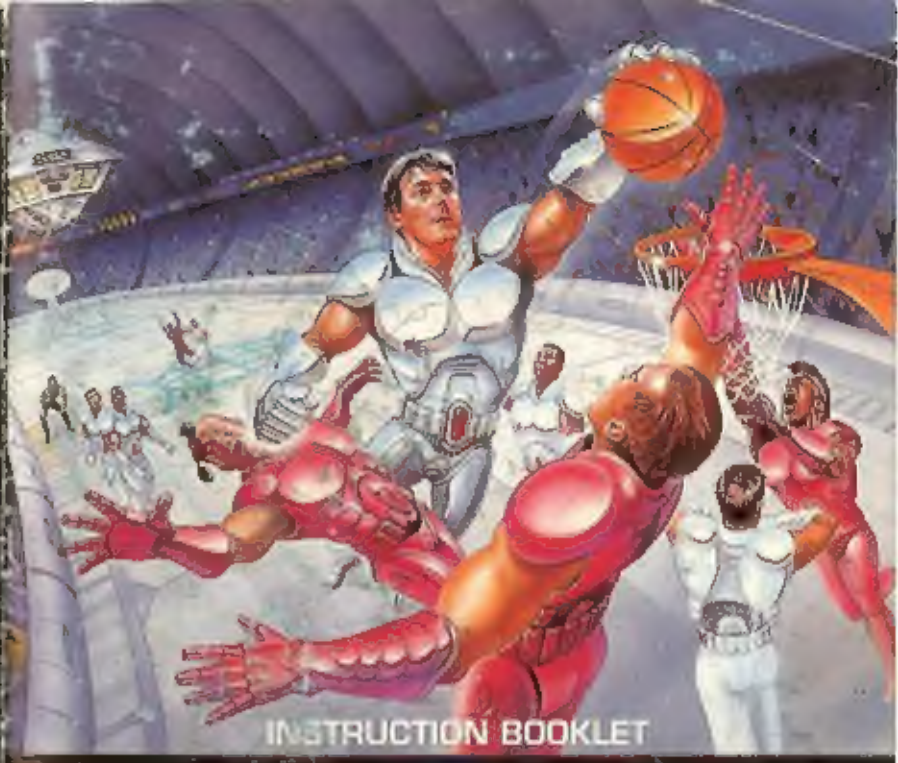

INSTRUCTION BOOKLET

SNS-CB-USA

BILL LAIMBEER'S Combat Basketball™

HUDSON SOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM

BILL LAIMBEER'S Combat Basketball

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT.

Thank you for selecting "Bill Laimbeer's Combat Basketball". In order to insure your full enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

HUDSON SOFT

Hudson Soft USA, Inc.
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MADE IN JAPAN

LICENSED BY Nintendo

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WARNING

WARNING! WARNING! WARNING! WARNING!

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system breakdown.
- Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cartridge from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for10 to 20 minutes every two hours in order to avoid strain in your vision and general health.

Do not use a front or rear projection television with your Super Nintendo Entertainment System® (Super NES™) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Hudson nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the Super NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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GAME STORY

In the 1980's and '90's, there was a legendary "Bad boy" of professional basketball. As the roughest player in the league, Bill Laimbeer was well known for doing anything to get the ball. Unfortunately, the basketball league didn't quite approve of his "competitive" style of playing, so they forced him to retire.

Times have changed. The year now is 2030 and Bill Laimbeer has mysteriously resurfaced as commissioner of the basketball league. He's as young and as vigorous as he was at his prime. Some believe that he has used today's cloning technology, but no one can say for sure. One thing is for sure: His objective is to get back at those people who forced him to retire, and to play basketball his style!

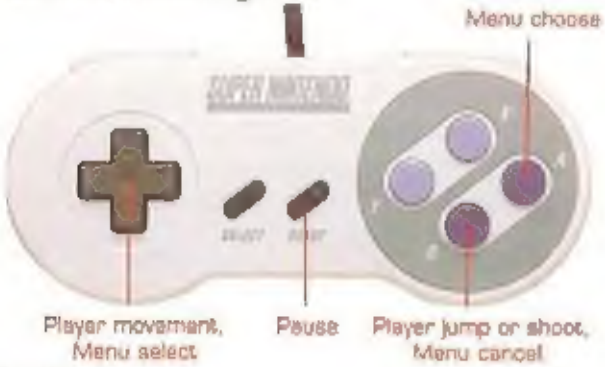
His first move as commissioner was to fire all the referees and eliminate all personal fouls. He has also allowed major companies to use the cloning technology to create an army of incredible players. The players wear armor and compete not only for points, but for weapons, explosives and cash that are tossed into the game by the eager spectators. And finally, he's put himself back in the game - at a price. . .

Now when you win, you crush the opposing team. But when you lose, you really lose. "This is basketball my way," exclaims Laimbeer. "No wimps, no wussies! Just brutal hard-core action!"

The sport is no longer basketball. It's Bill Laimbeer's Combat Basketball!

THE CONTROLLER

Arrow Keys: Moves player Up, Down, Left and Right. Use for menu selection.
A Button: Enters menu choice.
B Button: Makes player jump, tackle or shoot. Also cancels menu selection.
Start Button: Pauses game.



MAIN MENU

You are given a choice of the following game modes:

Single Game - Player 1 vs the Computer or Player 1 vs Player 2.

Start League - Begin a new league from scratch. A maximum of eight players can compete in league play.
Continue League - Loads a saved league from the backup memory and allows you to continue playing.
Game Duration - Set the length of the game for 3, 5, 10, 15, 20, or 30 minutes.

HOW TO PLAY

Each game has two halves. Teams change sides after halftime. The team with the highest score at the end of the game wins.

Active Player - You control the active player on the screen with the two arrows behind him. The player closest to the ball is automatically selected as the active player.

Running and Dribbling - The arrow key controls the player's movement in eight directions. When the player has the ball, he automatically dribbles it (no traveling penalty).

Passing - Use the arrow key to point the active player in the direction you wish to pass, then press the B Button. You must be pressing the arrow key as you press the B Button for a successful pass.

Shooting - You can shoot from anywhere on your opponent's half of the court. To shoot, release the arrow key and press the B Button. If your active player is not facing the basket, he will automatically turn and shoot. If he is already facing the basket, he will shoot faster. The basket is the same color as the opposing team. After you make a basket or a three pointer, the opposing team is awarded a "throw-in" right behind the basket.

Tackles - If your active player does not have the ball, you can make him dive forward. If he impacts with an opponent, he tackles him and knocks the ball loose. Make your active player dive in any direction by pressing the B Button while holding the arrow key.

Jumping - If your active player does not have the ball, you can make him jump by releasing the arrow keys and pressing the B Button. Jump to catch the ball in the air or intercept your opponent's shot.

Throw In - If you throw the ball out of bounds, your opponent is awarded a throw in. The computer automatically brings a player to throw the ball into play. The players closest to the ball on both teams become the active players. If your team is throwing in the ball, position your active player away from any opponents and press the B button. Your teammate will throw the ball to your active player. If you don't see your active player, look on the map in the lower left hand corner to find him. The clock is always stopped during the throw in.

Special Note: Look out for quick tackles coming from your opponents as you receive the ball!

Score - Two points per basket. Three points are awarded for making a basket from outside the three point line.

Shot Clock - You must shoot the ball within 30 seconds of receiving it. The Shot Clock is reset when the ball changes possession or goes out of bounds.

Back Court - If you throw or carry the ball from your opponents' half of the court back to your half of the court, your opponent is awarded a throw in at the half court line.

SINGLE GAME

If you select Single Game from the Main Options menu, you are taken to the Skill Options menu.You can select from the four skill levels: Beginner, Amateur, Advanced and Professional. Each player's skill level is determined from the selection.

LEAGUE GAME

There are eight teams in each league. Each team plays every other team twice, so each team plays 14 games in a season. At the end of the season, the first two teams in each league move up. The bottom two teams are relegated.

Start New League/ Edit League - Select a team with the A Button. The Edit Team screen appears. In the Edit Team screen, you can change the team name and color, and set the team to be controlled by the computer or a human.

Continue - This takes you to the League Option menu, and the league begins.

Special Note: At least one team must be controlled by a human. Otherwise you will not be able to continue.

How to Edit a Team - Select team's name, color or player and press the A Button. When completed, select Exit.

Team

SPC Insert a space.
DEL Delete a character under the cursor.
CAP Change characters to upper or lower case (Select key).
END Exit from screen.

The cursor can also be moved left and right with the L and R buttons. Capital or small case letters can be selected with the Select Button.

Color - Press the A Button to select your team's color.

Player - Press Up or Down to select between Computer or Human. If you make the team Human, the team is controlled by a human player. Note that ALL 8 teams in the league can be set to Human, allowing 8 people to compete against each other!

Continue League - If you have saved a league, you can reload it and continue playing. Up to eight games can be saved in the battery backup memory. Note: You cannot save a game from this point.

LEAGUE MENU OPTIONS

Today's Matches - When this option is chosen, it ends the current player's changing of positions, trading, etc. The next human player can then edit his/her team. When all human players have finished editing their teams, the week's pairings for each league and the results are displayed. The games with human participants will be played when the appropriate league is shown. Keep an eye on the bottom section of the screen. It tells you which team is being edited. All teams use the first joypad for editing.

View League - Lists the standings of all the teams in each league including records of wins, losses and ties. Season points (Pts) are awarded two for a win, one for a tie and zero for a loss.

Edit Team - Change your player's positions and trade for new players.

Position - Move the cursor to view each player's abilities. Press the A Button to select a player to change. Move the cursor again to select a player to change with, and press A. The two player's faces will be swapped. Cancel the choice by pressing the B Button.

Trade - First select the player you want to trade and press the A Button. Your player's face will appear on the left. The player you want to buy will appear on the right. Pressing Up and Down will display other players to buy.

Half of your player's cost will be added to your account. Select the player you want to buy. If you have enough money in your account, the cost of the new player will appear white. If you do not have enough money, the cost is displayed in red and the screen will blink if you try to buy him. Cancel your decision with the B Button.

Player's abilities are measured on a scale from 1 to 5. The abilities are:

Speed: How fast he can run.
Agility: How long he stays on the ground after diving.
Shooting: How accurately he can shoot.
Passing: How accurately he can pass to his team mates.
Aggressiveness: How hard he will tackle an opponent.
Strength: How long he stays on the ground after being tackled.

Money - In League Play, you earn money by collecting coins. You also are awarded money for each game:

Win	$50,000
Tie	$25,000
Loss	$10,000

Save - After you have played a few games, you will want to save your league. Up to eight leagues can be saved in the battery backup memory. Delete will free up space to store another league. Exit takes you back to the league screen.

Quit - When the computer asks you if you are sure, reply with the "Yes" or "No". If you quit without saving your league, the record of the games you have played will be lost.

ITEMS

Several items are found on the playing field during the game.

Coin - One coin is worth $10,000. Money is used in League Play to buy new players.

Power Up - If a player picks this up, his abilities will be increased for a few seconds.

Mine - If you touch a mine, you will be blown up and knocked out for a few seconds.

Saw Blade - If you touch the Saw Blade, it starts spinning and moves towards your opponents active player in wide arcs. When the Saw Blade hits your opponent, he will be knocked out.

Homing Missile - Like the Saw Blade, but shoots directly towards your opponent's active player, knocking him out.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20401, Stock No. 004-000-00345-4.

ADVISORY

READ BEFORE USING YOUR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and /convulsions.

LIMITED WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Hudson software program is sold "as is", without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this product.

Hudson agrees for a period of (90) days to either replace, at its option, free of charge, any Hudson software product, postage paid, with proof of date of purchase, at its Factory Service Center.

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